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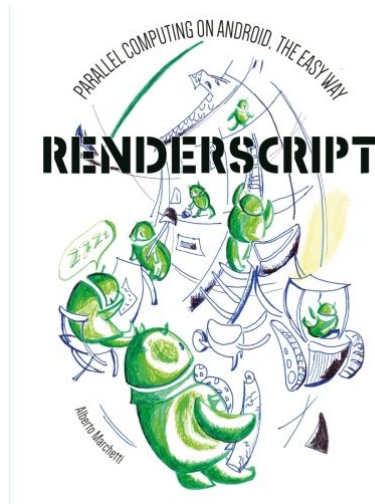

[F.R.E.E] RenderScript: parallel computing on Android, the easy way by *by Alberto Marchetti*

[F.R.E.E] RenderScript: parallel computing on Android, the easy way PDF

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RenderScript: parallel computing on Android, the easy way provides a straightforward way to learn how to use the RenderScript parallel computing framework.

This is the **first** book on the market that covers as many RenderScript related topics as possible!

Basic and advanced topics are treated, ranging from parallel computing **Kernels** to the **Android NDK** integration, covering many aspects of RenderScript and targeting both newcomers and experienced users.
A general list of the treated topics is as follows:

- *What is RenderScript*, a general description of the framework.
- *RenderScript components*, like **Kernels** and **Allocations**.
- *Performance notes*, where different ways to perform calculations are benchmarked.
- *Native analysis*, or "what is under the hood".
- *RenderScript and NDK*, how to use the Android NDK together with RenderScript.
- *Use cases*, some examples of RenderScript usage.
- *Porting case - FAST features detection*, a big example that shows how to port a C++ library to work inside RenderScript kernels.

RenderScript gives users the chance to unleash the true computing power of Android-based devices, helping them to develop calculation-intensive apps: the **objective** of this book is to spread the word about this beautiful framework, by showing how easy it is to transform the common CPU-intensive code to the more useful **parallel** one.
Some possible applications of RenderScript are:

- Wearable devices raw signals analysis, like Electromyography data and Electroencephalography data.
- Advanced image processing, like **Multi Face Detection and Recognition** and **visual features extraction**.
- Neural networks testing on mobile-phones, which requires a large number of parallel processes.
- Digital Signal Processing (e.g. sound analysis).

Alberto Marchetti is a hard-times developer, born to solve coding problems. He started working in the software development field when he was a child. Since then, learning to find solutions to every possible development problem, has become his way of living life. When he discovered RenderScript, he found a beautiful tool that could help every developer to solve even more problems. That's why he decided to write this book.

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[F.R.E.E] RenderScript: parallel computing on Android, the easy way Review

This [F.R.E.E] RenderScript: parallel computing on Android, the easy way book is not really ordinary book, you have it then the world is in your hands. The benefit you get by reading this book is actually information inside this reserve incredible fresh, you will get information which is getting deeper an individual read a lot of information you will get. This kind of [F.R.E.E] RenderScript: parallel computing on Android, the easy way without we recognize teach the one who looking at it become critical in imagining and analyzing. Don't be worry [F.R.E.E] RenderScript: parallel computing on Android, the easy way can bring any time you are and not make your tote space or bookshelves' grow to be full because you can have it inside your lovely laptop even cell phone. This [F.R.E.E] RenderScript: parallel computing on Android, the easy way having great arrangement in word and layout, so you will not really feel uninterested in reading.